

# PSYCHO

## Playing Guide

**1. INTRODUCTION.** A shipment of jewels is missing. You are a detective hired by the Metropolitan Showcase of Art to find this shipment, along with the curator who was carrying them. Utilizing all your skills, honed by years of crime solving, you trace the jewels and curator as far as the Bates Motel. Grabbing your coat and hat, you head over to the motel to learn what you can, recover the jewels and rescue the curator.

It's 2:00 am when you reach the motel, only to find it quiet. Turning your attention to the big, old house on the nearby hill, your quest begins. Your objective: find the jewels, rescue the curator and get safely out of the house by sunrise (6:00 am).

Fight attacking meanies, search for clues and useful items, and solve the mystery. The challenge is yours.

**2. LOADING INSTRUCTIONS.** For your convenience, this game is not copy protected. It is wise to make a backup copy of the original disk(s). Use the copy for play and store the original in a safe place.

**A. IBM version (5.25")**

Boot your version of DOS, version 2.11 or higher. Insert disk #1 in your **A:** drive and type "GO" at the **A>** prompt.

**B. IBM version (3.5")**

Boot your version of DOS. Insert disk (label up) in your **A:** drive and type "GO" at the **A>** prompt.

**C. Apple version**

Insert disk #1 (label up) in drive 1. Turn on computer or reset.

**D. Commodore 64 version**

Turn on computer. Insert disk #1 in drive (label up). Type **LOAD""",8,1** and press **RETURN**.

**E. Commodore 128 version**

Turn on computer. Type **GO64** and press **RETURN**. Insert disk #1 in drive (label up). Type **LOAD""",8,1** and press **RETURN**.

**3. PLAYING INSTRUCTIONS.**

**A. Detective Movement, IBM versions**

Use the arrow keys to move the detective up, left, right or down.

**B. Detective Movement, Apple version**

Follow the instructions displayed in the game after you load it.

**C. Detective Movement, Commodore 64 version**

Use the joystick to move the detective.

**D. Action Commands, ALL versions**

<u>ACTION</u>	<u>KEYBOARD</u>
View a scene.	V
Search an object.	S
Read a clue or note.	R
Review a list of found clues.	C
Take an item or clue.	T
Leave a room or area.	L
Use an item.	U
Dig in something.	D
Eat.	E
Fire gun.	F
Open doors and things.	O
Pull or push something.	P

**E. Levels of Difficulty**

There are three levels of difficulty to select from: **NOVICE**, **ADVANCED** and **MASTER DETECTIVE**. Selecting a higher difficulty level results in meanies that are tougher to kill, fewer clues and less time to complete your objective.

**F. Screen Layout.**

While playing the game, the screen is divided into five areas:

- 1. Location Window** - Displays a picture of what room or area you are currently in. It is this window which shows you meanies coming at you or things worth searching for.
- 2. Command Console** - List all available keyboard commands.
- 3. Message Console** - Place where clues and other pertinent messages are displayed.
- 4. Status Console** - Shows what time it is and what your health and score are.
- 5. Inventory Window** - Displays the objects you are currently carrying and can use.